

Danganronpa 2

GOODBYE DESPAIR

Instruction Manual



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Prologue & Characters

The students of Hope's Peak Academy have arrived on a tropical island for a school trip. On this abandoned island, the killing game is about to begin.

To All Students

Rule 1:

Extreme violence is prohibited on this island. Please live peaceful and relaxing lives with your fellow students.

Rule 2:

Be considerate of each other and work together to obtain Hope Fragments.

Rule 3:

Littering is not allowed. Let us coexist with this island's bountiful nature in mutual prosperity.

Rule 4:

The lead teacher cannot directly interfere with the students. An exception to this rule is made if any student violates a rule.

From Hope's Peak Academy's School Trip Executive Committee

Hope's Peak Academy is holding its school trip at Jabberwock Island, a famous tropical resort. Blue skies, white clouds, a glittering ocean, and a vast beach. To escape this beautiful island, the students have been ordered by their headmaster to kill each other...

Hope's Peak Academy

Hope's Peak Academy is a government-funded high school for the privileged elite of society. Whenever Hope's Peak Academy is mentioned, it's only a matter of time before someone says:

"If you come here and manage to graduate, you'll be set for life."

For several hundred years, Hope's Peak Academy has continuously sent promising talent into the world, and in doing so, elevates the hope that shapes the country's future.

Truly, it deserves to be called an "Academy of Hope."

You must meet two criteria in order to attend this school:

1. You must be a current high school student.
2. You must be the very best at what you do.

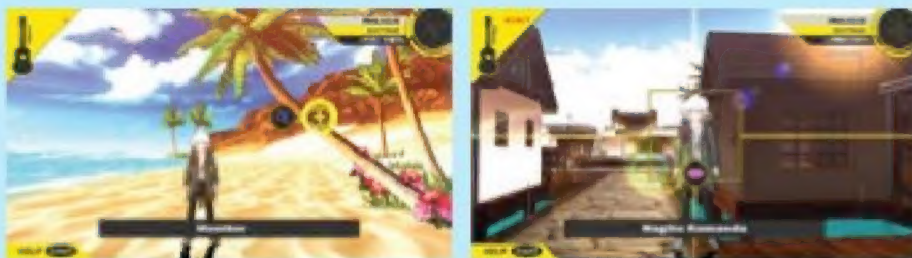
Unlike other schools, Hope's Peak Academy does not offer entrance exams. The only way to get in is if the academy personally recruits you.

How to Play

The game's story is split into several chapters. Each chapter is divided into two segments: Island Life/Investigation and the Class Trial.

Island Life / Investigation

As Hajime Hinata, you will explore the islands as you look for clues to solve each murder, as well the mystery of Jabberwock Island. During Free Time, you can get to know your fellow classmates better.



After you finish investigating a murder...

Class Trial

The surviving students will participate in the class trial, using any evidence they found during the investigation as basis for their arguments. You'll have to point out inconsistencies in each student's argument, decide who you think committed the murder, and confront the suspect!







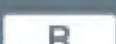


Once you reveal the true killer, they'll receive their fatal punishment, and the rest of the students will move on to the next chapter...

CONTROLS



*You can return to LiveArea™ with the PS button. Peel down the LiveArea™ tab in the upper right corner to end the game.

Directional buttons	Highlight items: Change view / Immediately travel to other places such as buildings
Left stick	Aim reticle: Walk / Run (with  button)
Right stick	Change view
 button	Confirm: Talk / Check : Use silencer
 button	Cancel / Return: Skip dialogue (hold)
 button	Map ON/OFF : Observe Fire Truth Bullet / Memorize Truth Bullet (hold) / Present evidence
 button	Display handbook menu
 button	Strafe left / Change view : Select Truth Bullet
 button	Set Auto Mode (push while talking): Strafe right / Change view : Concentrate
START button	Display instructions (Pause)
SELECT button	Display transcript

Note: **Green** text applies to Island Life, **purple** text applies to the Class Trial, and black text applies to both.



WARNING: PHOTSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

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This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE — PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
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- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
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